27,000 nuclear weapons.

One is missing.

THE SUPERIL FAIRS

Counter-terrorist action from the world of Tom Clancy

INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

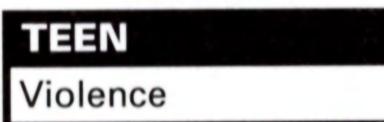
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Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

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- Do not use nickel cadmium batteries.
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- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

Nintendo®

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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1 INTRODUCTION

1.1 Overview

In The Sum of All Fears[™], you lead a team of domestic counterterrorism experts into the fray in a series of missions that span the globe. The team you will be leading, formed from the elite of the F.B.I.'s Hostage Rescue Team, has been tapped to perform covert ops in the most dangerous circumstances imaginable. As the commander of this team, you'll lead them into the heat of battle, performing missions ranging from eliminating terrorists to planting explosives, from stealing documents to rescuing hostages. The game consists of a series of fifteen missions along a single storyline, forming a campaign.

This manual will show you how to play **The Sum of All Fears** on your Game Boy[®] Advance, teaching you the controls and explaining the game flow. If you've already played Rogue Spear[™] on the GBA, much of this will be familiar to you. If you haven't, don't worry—there's not much to learn before you can start saving the world. And in either case, be ready for a challenge that starts in the hills of West Virginia but takes you all over the world, because in the world of **The Sum of All Fears**, no place is safe.

Unless you make it so.

2 GETTING STARTED

Insert **The Sum of All Fears** Game Pak properly into the Game Pak slot on your Game Boy Advance system. Move the Power Switch to the ON position and the GBA Screen will appear followed by the Main Menu page (the first time you play, the Language Selection page will be displayed).

In **The Sum of All Fears**, you interact with and get information from two distinct interfaces. The **Game Setup Menus** allow you to set up the game by choosing a mission, picking a team, selecting a game mode, etc., while the **Action Phase Interface** gives you information needed while fulfilling mission objectives like which weapon is selected, the amount of ammunition available, etc.

3 GAME SETUP MENUS

To navigate a menu, always use the Control Pad to select the desired option. Make your selection with the A Button and cancel with the B Button.

3.1 Language selection

When you first start **The Sum of All Fears**, the first screen that appears is the **Language Selection** screen. Scroll through the choices with the Control Pad and make your selection with the **A Button**. If you want to change it afterwards, you will

have to do so on the Language screen.

3.2 Main Menu

The Main Menu offers 5 different choices.

- · Single-Player: Takes you to the Single-Player Menu
- Multiplayer: Takes you to the Multiplayer Menu
- · Language: Takes you to the Language screen
- · Controls: Shows you the control scheme for the game
- · Credits: Takes you to the screen listing all the people who worked on the game

3.2.1 Single-Player—Slot Selection

On this screen you choose whether to load a previously saved game or to start a new one. The choice defaults to Slot I the first time the game is played.

Load a previously saved game

To load a previously saved game you must select it from the list and press the A Button. Then, select the disk icon | and press the A Button again to load it.

Start a new game

Choose an empty slot from the list and press the **A Button**. Then, select the green disk icon and press the **A Button** again to start a new game (if there are no empty slots, you can delete a previously saved game to create one).

Delete a previously saved game

To delete a previously saved game you must select it from the list and press the A Button. Then, select the green disk icon with an "X" and press the A Button again. You will be prompted to choose between the Yes (A Button) and No (B Button) options. Choose the A Button to delete the previously saved game or B Button to cancel the operation and go back to the menu.

3.2.2 Single-Player—Game Mode

You will be able to choose between two options in this screen.

- Campaign: this is the story mode.
- Lone Wolf: you can enter the same missions that you have successfully completed in Campaign mode with a single operative. To unlock these missions for Lone Wolf mode, you must complete both the primary and the secondary objectives.

3.2.3 Single-Player—Mission Selection

When you start a new game, there will be only one mission available. As you progress through the game in Campaign mode, more missions will progressively unlock (see

Single-Player—Game Mode for details on the unlock system for Lone Wolf mode). A still image from each mission will be visible as you scroll through the list.

This screen will also show the objectives to accomplish during the mission. You will always be able to replay the missions in order to fully accomplish the objectives.

You can cycle through the available missions using the Control Pad and use the **A Button** to select the mission you want to play.

3.2.4 Single-Player—Mission Briefing

Once you have chosen a mission, you will see the Briefing Screen. This screen gives you details about the mission, including the background, the objectives, and the mission details. You can scroll down through the briefing with the Control Pad.

Once you have finished reading the briefing, press the A Button to advance to the next screen.

3.2.5 Single-Player—Team Setup

You will have four team members available per campaign mission. (In Lone Wolf, you will only have one). To select the members of your team, browse the list of available characters by using Control Pad Up and Control Pad Down. The character's name appears at the top of the screen. Below that are his statistics, and at the bottom you will see his equipment. The character classes include Assault, Demo, Recon, and Sniper, and you can

differentiate between the four by their weapons kits. Each class also has a Recruit.

To add a character to your team, press the **A Button**. The character's designation appears on the list of team members at the right of the screen. You cannot add the same character more than once.

To delete the last added character from the team press the **B Button**. This removes the last name on the list and allows you to re-select.

Once you have selected all the members of your team, a **Press Start** alert will inform you that you are ready to begin the mission. Press **START** to begin gameplay.

3.2.6 Class description

Recon



The Recon class includes characters with high stealth and speed skills.

Recon operatives are usually preferred in stealth missions where the player must hack security systems or download important information from computers. Recon operatives have the Heartbeat Sensor, which is always active and works as long as there is a Recon operative in the team.

Assault

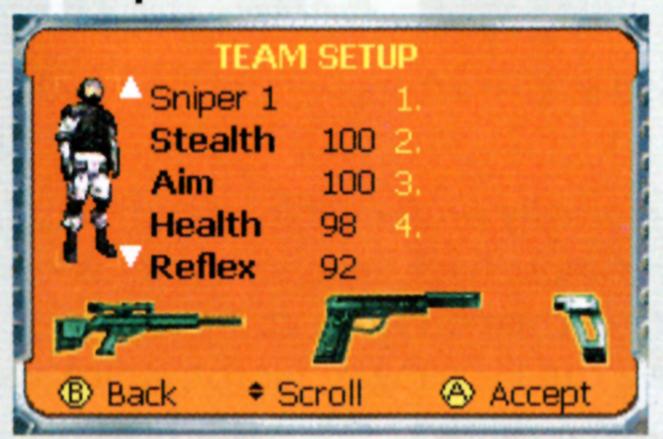


The Assault class includes characters with high health and speed values.

Assaulters are usually preferred in blitz missions where the player must assault an enemy-occupied building and rescue hostages very quickly before the terrorists kill them.

Usually assaulters are in the second row of the team due to their strong health and speed, ready to blitz inside a room or a building.

Sniper



The Sniper class includes characters with high aim and stealth skills.

Snipers are used in large buildings, where is essential to kill enemies from a long distance without the risk of assaulting well-positioned and heavily armed enemy forces. Usually snipers follow the team from the rear of the formation in order to cover them. Snipers also get heartbeat sensors.

Demo



The Demo class includes characters with high armor and health values.

Demolition operatives are suited to breach missions, where the player has to perform a short-range assault into a building or other enclosed space.

Usually demo operatives are in the team's front line, since they can absorb more punishment than some of the other operatives.

3.2.7 Multiplayer—Connection

Please refer to the chapter on Playing Multi-Game Pak play for examples on connecting multiple Game Boy Advance systems.

When you select the Multiplayer option from the Main Menu, all the players will be asked to connect their GBA through the **Game Boy Advance Game Link®** Cable. An icon representing a GameBoy Advance will appear in the page for every player that is currently connected.

Player I

Player I is the player who has the control of the game definition during the multiplay-

er session. While the other players are connecting, a string stating "Press Start when all players are connected" will appear on screen. Once ready, press **START** to continue to the next page.

Other players

Players different than Player I have no control of the game definition during the multiplayer session but they will always see the sequence of the operations.

3.2.8 Multiplayer—Game Mode

This page will be visible to all the players but only Player I will be able to choose between the options.

- Cooperative: Play the missions you were able to complete in Single-Player—Campaign mode with the same objectives. Each player will control a different operative.
- Adversarial: Play against your friends. Each player will control a different operative.

3.2.9 Multiplayer—Team Setup

Selecting the team composition works in the same way already described under Single-Player—Team Setup. The only difference is that each player is able to choose one character and one character only from the list of those available.

Once all the players have selected their own team member, a Press START alert will

inform you that you are ready to begin the mission. Only Player I will be able to press START.

Note: The same team member may not be selected by more than one player.

4 ACTION PHASE INTERFACE

4.1.1 On-screen display

During the Action Phase, some information will be always displayed on screen. You will always be able to see:

- Ammo/Magazine counter (remaining rounds in the current magazine / remaining magazines)—in the lower right part of the screen.
- Equipped weapon—in the lower left part of the screen.

4.1.2 Life bar

Under the operative you control there is a small green bar indicating the health status of the character. All green means 100% health. When an operative is hit, the bar fills with red. The worse the damage, the more red appears. When the indicator is completely red, the character is dead. Only the currently selected character's life bar appears on screen.

4.1.3 Progress bar

During any action performed by an operative, the Life Bar will be replaced by a Progress bar indicating the time needed to accomplish a task (download files from a PC, place a bomb, etc.). It will fill in with yellow to indicate your progress. When the indicator is completely yellow, the task is accomplished.

4.1.4 Position icon

When an enemy is spotted by the operative you control or, when an enemy on screen is firing, a small red triangle will appear under his foot, indicating his position. This appears even if he is hidden behind a wall.

4.1.5 Hit direction

When an enemy is firing at the operative you control, a directional icon where the shot comes from. This is useful for spotting snipers.

4.1.6 In-game map

By pressing **SELECT**, you can access the in-game map, which represents the layout of the current level. A small box indicates the current on-screen area. The map also contains other useful information:

Green dots: Your operatives.

H

- Red dots: Enemies (these are only visible when there is an operative belonging to the Recon class in the team equipped with the Heartbeat Sensor...see Class description chapter).
- Yellow dots: Objectives (they can be hostages, computers, etc. ... you must perform the Action combo near them).

4.1.7 In-game menu

By pressing START, you can access the in-game menu. Here you can check the mission status (objectives description and success), quit the mission, or resume the game.

5 PLAYING THE GAME

5.1 Controls

Button	Use	Description
Control Pad	Movement	Move your character up/down/left/right and in diagonal directions. While in Manual Aim mode, move your aiming scope.
A Button	Fire/Throw	Fire your current weapon or throw a grenade. When the grenade is selected, hold down the A Button for a longer shot.
B Button	Reload	Reload your current weapon.
L Button + Control Pad	Strafe	Strafe as long as you keep the L Button pressed. Release the L Button to quit this action.
R Button + A Button	Change Kit Item	Switch to the next equipped weapon or kit item. If the sniper rifle is selected, the player goes into sniper (manual aim) mode.
R Button + B Button	Switch Character	Switch to the next character on your team.
L Button + B Button	Manual Aim Mode	Control the aiming scope manually with the Control Pad. Press the L+R Buttons again to exit this mode.
R Button + L Button	Action	Perform an action (Rescue Hostage, Open door, etc.)
Select	Map mode (In-game)	Enter the in-game map mode.
Start	Pause	Pause the game.

5.1.1 Performing Actions

When you approach a place where you can perform an action, a bit of text detailing the action you can perform pops up on screen. To perform the action, walk up to the item you can affect (a door, a computer, etc.) and press the L Button and R Button simultaneously. You will have to hold them down until the action is completed. If you release the button combo too early, you will need to start the process again.

5.1.2 Rescuing Hostages

To rescue a hostage a character must kill the hostage's captor, then stand beside and face the hostage. At that point, you need to press the Action combo. This will free the hostage, who will then follow the operative who rescued him until the mission ends. Each operative can only free one hostage.

Hostages will follow an operative until the operative reaches an extraction zone. They'll then remain there, once the Secure Hostage Action (L Button + R Button once you are in the extraction zone) is performed.

5.2 Equipment

5.2.1 Armor

Depending on the character's class there are three types of armor. Each armor has a different effect on enemy shots.

- Light armor: Equipped by Recon and Sniper class. Low protection from shots.
- · Medium armor: Equipped by Assault class. Medium protection from shots.
- · Heavy armor: Equipped by Demolition class. High protection from shots.

5.2.2 Primary Weapons

vveapon name	Idorez
OICW	The Objective Individual Combat Weapon is the next generation of fully automatic infantry weapons. It incorporates the capabilities of previous modular weapons systems and improves them, making a soldier equipped with an OICW up to five times as effective as a soldier carrying more conventional weaponry.
Spec. Ops Shotgun	Useful for door breaching and close quarters combat, this weapon possesses devastating power. It doesn't have long range, but anything within its field

of fire is going to get hit hard.

Notes

Weapon name



Advanced SMG

Lightweight, with a large magazine, the advanced

SMG is also deadly because it is silenced.

Combining better range than the shotgun with serious stopping power, it's the weapon of choice of

Recon operatives.



Sniper Rifle

The secondary weapon for snipers, the sniper rifle provides unprecedented accuracy at range. Using the Manual Aim function, the sniper rifle lets you pick off enemies before they even know you're there.

5.2.3 Secondary Weapon

Weapon name

Notes



Pistol

Provided with unlimited ammunition in-game, the pistol is a useful backup weapon. Most effective at close quarters, it combines reasonable accuracy with some stopping power.

5.2.4 Additional equipment

Name

Notes



Heartbeat sensor (HBS) The Heartbeat sensor is capable of tracking a human heartbeat even through layers of concrete. It works by detecting the characteristic ultra-low frequency electric field given off by a beating heart. When the HBS is in use, enemies will appear as red dots on the in-game map.



Frag grenade

The fragmentation grenade is the basic offensive grenade used by infantry throughout the world. While its blast radius is small, anything within that radius is liable to take lethal damage.



Flashbang

Stun grenades tossed into rooms to "prepare" rooms prior to entry, these devices emit a bright flare and a loud noise, which stun anyone inside. They're useful for clearing rooms containing hostages.

6 PLAYING MULTI GAME PAK PLAY

6.1 Necessary equipment

Game Boy Advance systems One per player.

Game Paks—Multi Game Pak play

One per player.

Game Boy Advance Game Link® Cables Two players: One Game Link Cable.

Three players: Two Game Link Cables.

Four players: Three Game Link Cables.

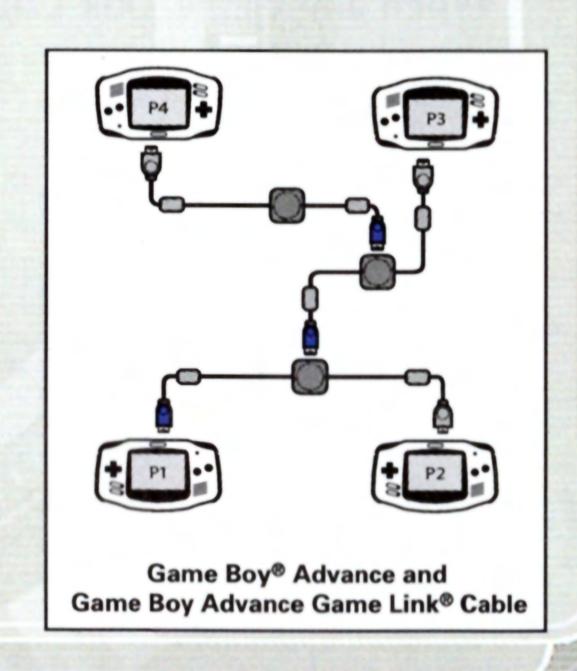
6.2 Linking instructions

- I. Make sure that the Power Switches on all of the game systems are turned OFF, then insert The Sum of All Fears Game Paks into the individual Game Pak slots.
- 2. Connect the Game Link® Cables and plug them into the External Extension Connector (EXT) on each of the game systems.
- 3. Turn the Power Switch on each game system ON.
- 4. Now, follow the instructions in Multiplayer—Connection.

Notes:

- When playing with only two or three players do not connect any game systems that will not be used.
- The player who plugs the small purple connector into his or her Game Boy Advance will be Player 1.

>



6.3 Troubleshooting

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

When you are using any cables other than Game Boy Advance Game Link® Cables.

- When any Game Link Cable is not fully inserted into any game system.
- · When any Game Link Cable is removed during the transfer of data.
- When more than four Game Boy Advance game systems are linked.
- When any Game Link Cable is connected incorrectly to any game system.

7 CREDITS

7.1 SOAF GBA Team Credits

Producer Deke Waters

Associate Producer Heather Maxwell

Lead Designer John E. Slaydon

Lead Artists
David Rose
Tony Nichols

Lead Engineer
David Weinstein

Quality Assurance Analyst
David LoSapio

Artists

Chris Kemple Jeff McFadyen Steve Wasaff Doug Oglesby

Engineers
Luc Levesque
Joe Fernald

Writing and Additional Design Richard Dansky

Additional Art Lucas Smith

Lead Tester Beau Norris

Testers

Matt Jacobs

John Schuster

Lance Brown

Additional Testing Rebeccah Engnell

Animator Giuliano Boiocchi

Additional Sound Design Gianni Ricciardi

Engine Game Design Manuel Saua Llanes Massimo Guarini

Engine and Tools
Massimiliano Pagani
Lear Cabrini
Pierluigi Garaventa
Valentino Miazzo
Stefano Chiappa
Christian Slanzi
Francesco Vitale

Manual Richard Dansky

Special Thanks

The Sum of All Fears PC Team Michael Cosner Fabio Pagetti Harry Lang (Paramount)

7.2 Red Storm Corporate

CEO

Yves Guillemot

President

Laurent Detoc

Vice President of Product Development

Steve Reid

Vice President of Operations

Chris Olson

Director of Product Development

Elizabeth Loverso

Director of Engineering

Todd Lewis

Director of Art

Jonathan Peedin

Quality Control Manager

Jon Schweitzer

Quality Assurance Manager

Paula Giordana

7.3 Red Storm Technical Support

North American Technical Support Manager

Brent Wilkinson

Lead Technical Support Representative

Trent Giardino

Technical Support Representatives

Moye Daniel

Jason Jennings

Kirk Sanford

Chris Curtis

Greg Bonifacio

Jesse Haff

Bryan Marshall

Harden Viers

7.4 Ubisoft U.S.

Vice President of Marketing

Tony Kee

U.S. Marketing

Karen Conroe

Tena Lawry

Jill Steinberg

Public Relations
Sean Kauppinen

7.5 Ubisoft Europe

7.5.1 International Content Management

Editor in Chief Serge Hascoet

Director of Production Christine Burgess-Quemard

International Content
Manager
Travis Getz

7.5.2 Marketing

EMEA Marketing Director
Laurence Buisson-Nollent

EMEA Marketing Group
Manager
Axelle Verny

EMEA Brand Manager Cedrick Delmas

Local Brand Manager
Soren Lass
Marcel Keij
Stephane Catherine
Michael Thielmann
Antonio Rabanera
Vera Shah

Valeria Iodeserto Christian Born Vanessa Leclercq Evelyn de Vooght

Special thanks to: Xavier Neal

>

Worldwide Localization
Manager
Coralie Martin

Localization Project Manager Laurent Rigal

Paramount Pictures
Executive Director
Interactive Product
Development
Harry Lang

Manager, Interactive Product

Development

Dan Felts

Special thanks to:

Andrea Hein Terri Helton Pam Newton Nancy Bassett Sandi Isaacs Christina Burbank

Very special thanks to:

Ben Affleck Morgan Freeman

SOUND DELUX CREDITS



Supervising Sound Designer R. Dutch Hill

Music Composed By Bill Brown

Casting Director Carole Ruggier

Sound Designer/Gun Recordist

Peter Zinda

Dialogue Editor

Tim Boggs

Production Manager

Amanda Wyatt

Producer

Becky Allen

Weapons Provided By

Stembridge Gun Rental

Voice Talent

Carol Ruggier
Doug Rye
Jurgen Peretzki
Joe Whyte
James Horan
Stefan Marks
Jay (Jihad) Harik
Alain Benatar

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Contact us by standard mail

If all else fails, you can write to us at:
Ubi Soft Technical Support
3200 Gateway Centre Boulevard
Suite 100
Morrisville, NC 27560

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Email: replacements@ubi.com

Phone: 919-460-9778

Hours: 9am-9pm (EST), M-F

Address

Ubi Soft Replacements 3200 Gateway Centre Boulevard Suite 100

Morrisville, NC 27560

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